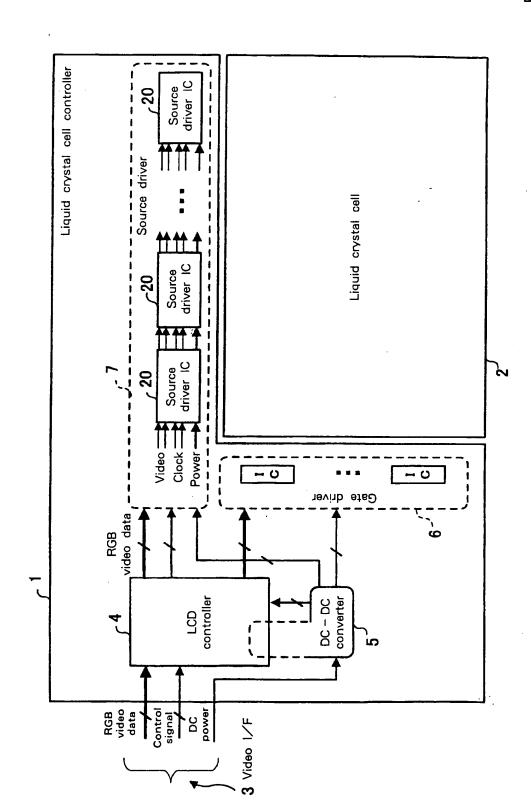
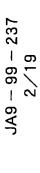
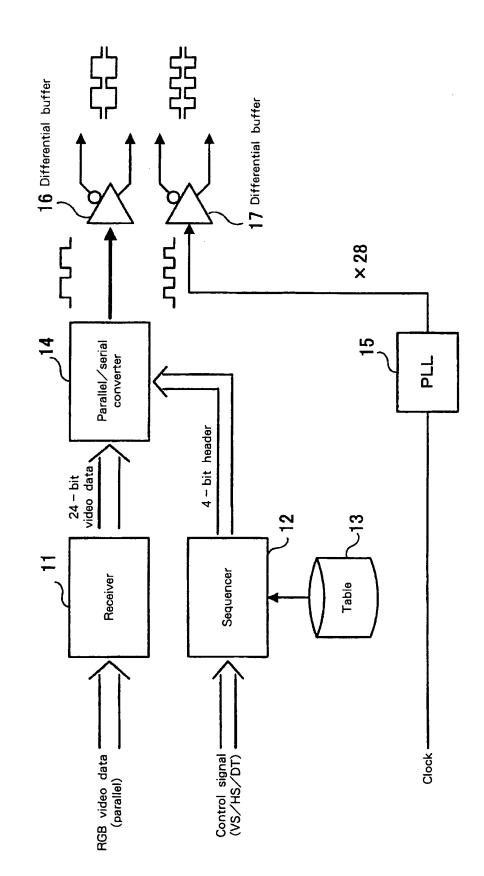
JA9 - 99 - 237 1/19







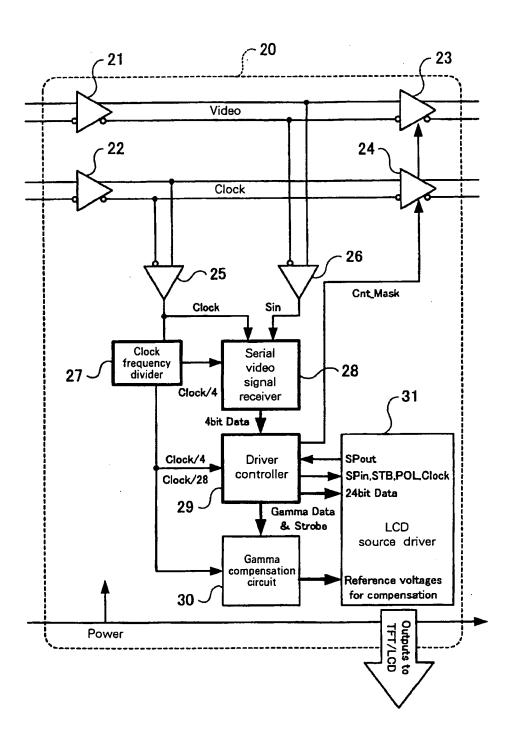


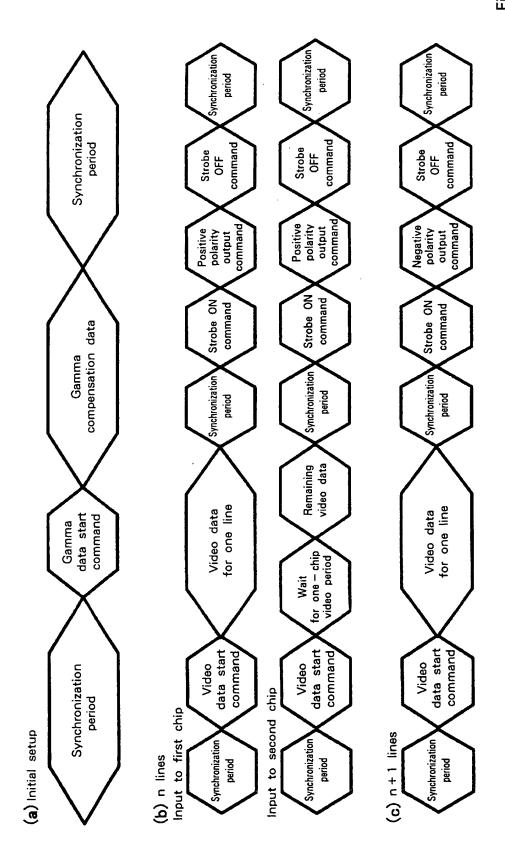
Fig. 3

22	
J)	
: - [	
إإ	
إيا	
ji	
١,	
Ųį	
iä	
les la	
ij	
123	

JA9 - 99 - 237 4/19

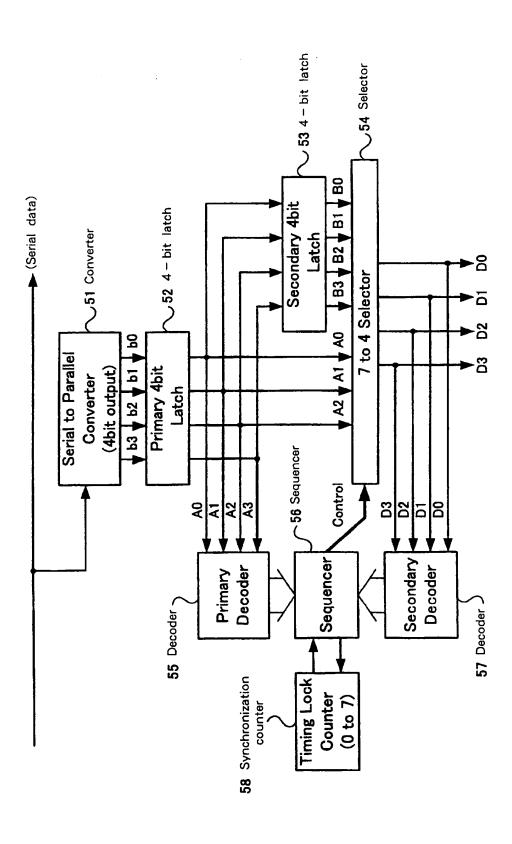
<b>5</b> 42	Data	All zero	Command bits	Data bits	Undefined
	<b>24bit</b>	[0000000000000000000000]	24bit	24bit	24bit
<b>41</b>	Header	Sync	Command	Data	Wait
	<b>4bit</b>	[1000]	[1100]	[1110]	[1111]
	Bit block format	(1) Synchronization bit block	(2) Command bit block	(3) Data bit block	(4) Wait bit block

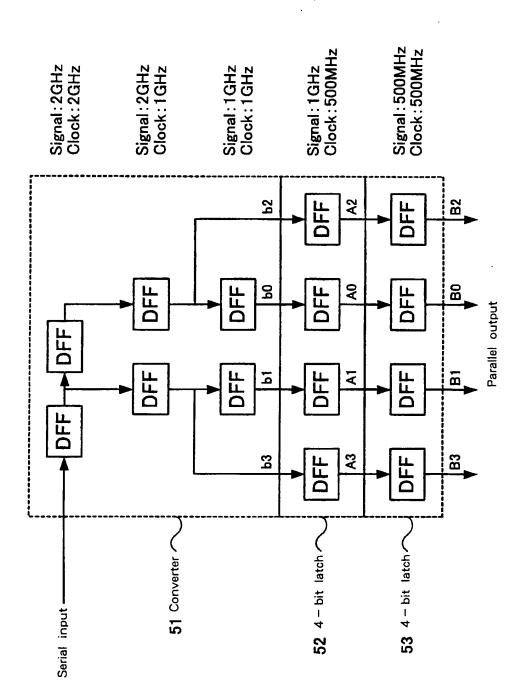
JA9 - 99 - 2375/19



The At Gold Has Her Her Hill How Holy Hard

THE TOTAL THE TO





4 - bit latch (n clock) [A3, A2, A1, A0]	Selector (n + 1 clock) [D3, D2, D1, D0]	Control ID
[1, 0, 0, 0]	[A2, A1, A0, B3]	0
[0, 1, 0, 0]	[A1, A0, B3, B2]	1
[0, 0, 1, 0]	[A0, B3, B2, B1]	2
[0, 0, 0, 1]	[B3, B2, B1, B0]	3

Fig. 8

Bit block type	Comparison pattern with selector output
Synchronization	[0, 0, 0, 1]
Command	[0, 0, 1, 1]
Data	[0, 1, 1, 1]
Wait	[1, 1, 1, 1]

Fig. 9

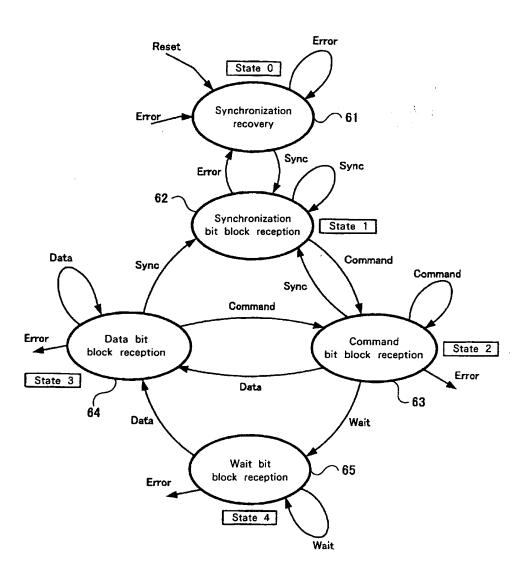
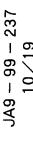
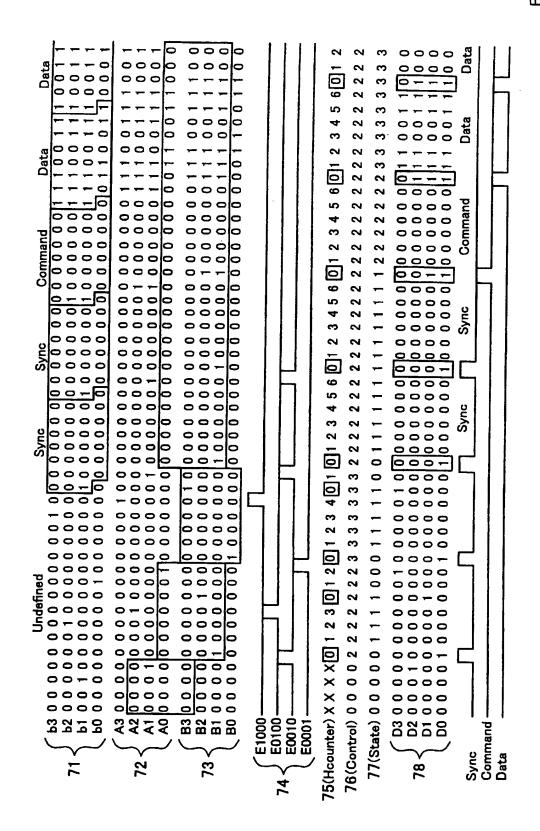


Fig. 10





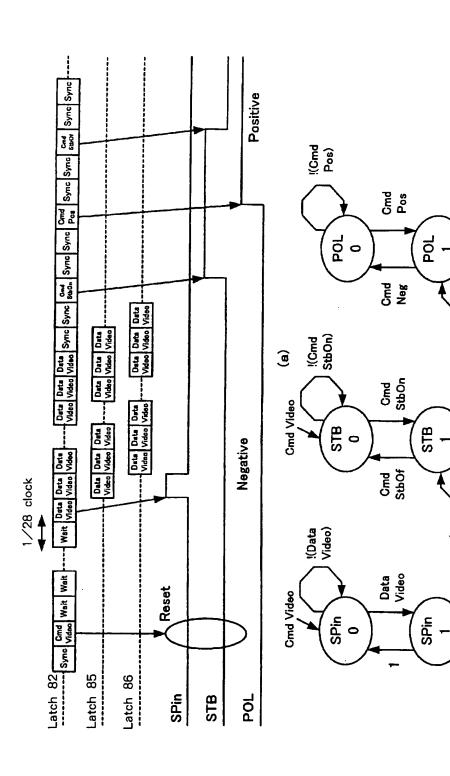
88 Controller

JA9 - 99 - 237 11/19

(Cmd Neg)

!(Cmd StbOf) **@** 

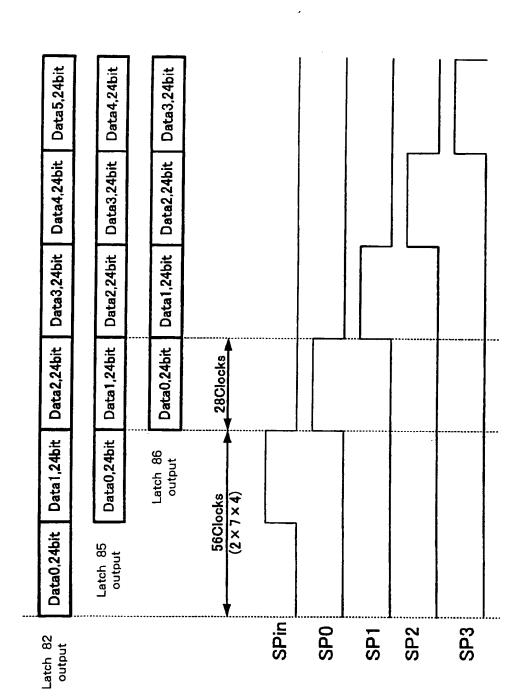
JA9 - 99 - 237 12/19



	Serial video input 0 1 1 0 0 0 0 0 0 0 0 [b3.b2.b1.b0] 1	0 0 0 0 0	0 0 0 0 0	0 0 0 0	0 000	Data 0 0 1 1 1 1 0 0 0 0 0 0 0 0 0 0 0 0 0	0000	0 0 0 0 0
	[A3,A2,A1,A0] 4 - bit latch 52 output		0000	0000	0000	0000	0000	00
	[83,82,81,80] 4 - bit latch 53 output	00	0000	0000	0000	0000	0000	0000
0000		00	0000	0000	0000	0000	0000	0000
			00	0000	0000	0000	0000	0000

JA9 - 99 - 237 13/19

Comments that the first send that the send that the send than that the send than that the



9

Sin	Data127	Data 128	000000
Differential buffer 23 output	Data125	Data126 Data	Data127
Latch 85 output	Data124	Data125 D	Data126
Latch 86 output	Data123	Data124 D	Data125
SP124 (SPout)			
Cnt_Mask			

Data128 

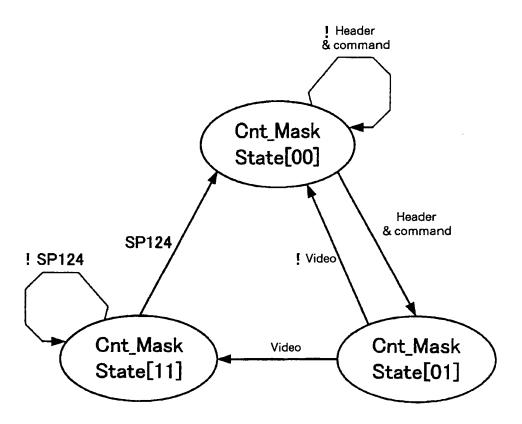
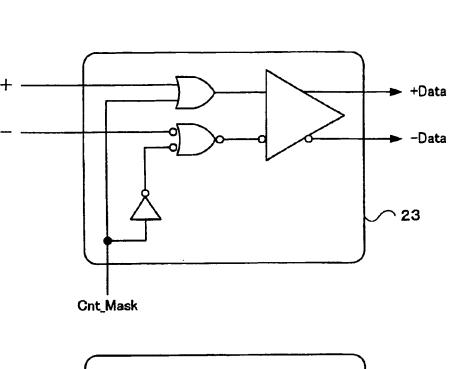


Fig. 18





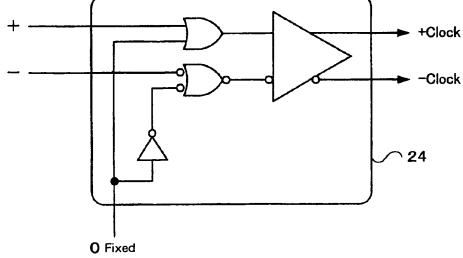


Fig. 19



